CprE 491 Weekly Report - Week 9

Dates: 10/27/15 - 11/2/15
Group: May1617
Advisors: Dr. Zambreno / Dr. Jones
Client: Matt Dresser (Vermeer Corporation)
Members: Brian Gillenwater, Nate Kent, Quinn Murphy, Bryce Poellet, Jon Schlueter
Project Title: Quadrotor Environment Mapping

Weekly Summary

- Flew the drone
- Generated Photogrammetry results

Meeting Notes

Wednesday 10/28/15 10:00am - Drone Flying (Brian, Jon, Quinn)
- Attempted to fly the drone
- Scoped the area
- It was too windy

Friday 10/30/15 4:00pm - Drone Flying (Brian, Jon, Quinn)
- Captured two areas with different altitudes
  - 50 feet
  - 200 feet
- Used the "Weedwacker" approach

Monday 11/1/15 10:00am - Team Meeting (Quinn, Nate, Brian, Bryce, Jon)
- Reviewing drone flight footage
- Discussion of improvements to "Weedwacker" algorithm
- Time To Render
  - ~4 hours
- Beginning Flight path generation

Pending Issues

- Need to being automating capture of photos, manual takes too long due to android app

Plans for Next Week

- Photogrammetry pipeline

- ○ Nate
- Import into Game Engine
  - ○ Jon
- Windows/Algorithm Development
  - ○ Brian, Bryce
- Android Development
  - ○ Quinn
- Diagrams for Flight Plans
  - ○ Quinn

Individual Contributions

- Brian Gillenwater
  - ○ Drone Flight
- Nate Kent
  - ○ Investigated the use of VisualSFM and the photogrammetry pipeline
  - ○ Worked on the design document
- Quinn Murphy
  - ○ Drone Flight
- Bryce Poellet
  - ○ Got windows app building locally
- Jon Schlueter
  - ○ Drone Flight
  - ○ Created a couple photo batches to test photogrammetry

Name	Hours this Week	Cumulative Hours	Role
Brian Gillenwater	4.0	17.0	Webmaster
Nate Kent	3.5	17.0	Productivity Officer
Quinn Murphy	4.0	17.0	Leader
Bryce Poellet	1.5	15.0	Communications
Jon Schlueter	4.0	19.0	Key Concepts